

MODULE 1: EDIT FEATURES/CONTROL GRAPHICS

WORKSHEET

Lesson 1: Editing Text

Part I: Type in the first word or phrase listed under OLD WORD. Then use as few keystrokes as possible to change the word to the NEW word shown.

Example: OLD WORD NEW WORD

FOXES	→	FOSES	→	ROSES	(2 steps)
FRONT				PRINT	
PRINT "HEKKA"				PRINT "HELLO"	
"ENTER OUR NOME"				"ENTER YOUR NAME"	
10 PRIMT "WOW"				PRINT "WOWEE!!"	

Part II: As above, change the OLD WORD to the NEW WORD using the editing features. This time, however, make each word in between a 'real' word.

Example: OLD WORD NEW WORD

CAT	→	COT	→	COW	(2 steps)
HOT	→	---	→	DOG	(2 steps)
CAMP	→	---	→	GAME	(2 steps)
SKIM	→	---	→	THIN	(3 steps)
TRACK	→	---	→	GRADE	(3 steps)
FIND	→	---	→	LOSE	(4 steps)
LIST	→	---	→	FAST	(2 steps)
BASIC	→	---	→	CARES	(4 steps)

KEYBOARD EDITING FEATURES

SELECTED SINGLE KEYPRESSES

<u>KEYSTROKE</u>	<u>CHARACTER OR ACTION</u>
SYSTEM RESET	Stops everything. <u>USE CAUTION!</u>
RETURN	Signals line is finished
BREAK	Interrupts and halts. <u>USE CAUTION!</u>
CAPS/LOWR	Changes to lower case letters
THE A KEY	Inverse video switch
TAB	Moves to next tab stop
DELETE BACK S	Character left of cursor erased, cursor backs up one space

SELECTED SHIFT KEY EFFECTS

<u>KEYSTROKE</u>	<u>CHARACTER OR ACTION</u>
SHIFT-TAB	Set tab stop
SHIFT-Clear	Clear display screen
SHIFT-Insert	Insert blank line
SHIFT-CAPS/LOWR	Switch keyboard to upper-case
SHIFT-DELETE	
BACK S	Delete current line

SELECTED CTRL KEY COMBINATIONS

<u>KEYSTROKE</u>	<u>CHARACTER OR ACTION</u>
CTRL-TAB	Clear tab stop
CTRL- ↑	Cursor up a line
CTRL- ↓	Cursor down a line
CTRL- ←	Cursor left one space
CTRL- →	Cursor right one space
CTRL-1	Stop/start printing on screen
CTRL-Clear	Clear screen
CTRL-Insert	Insert a space
CTRL-CAPS/LOWR	Switch keyboard to graphics mode
CTRL-DELETE	
BACK S	Delete character under cursor

EXPLORE EDITING

1. Type several lines of letters and numbers on the screen. Type a message (do not worry about errors) or random letters and numbers.
2. On the screen, what is the difference between the number zero and the letter O?

3. Type any letter or number and hold down the key for several seconds. Try it with another key. What happened?

4. Hold down the key with CTRL on a white background (on left of keyboard). While holding down CTRL, type any of the four keys with an arrow on a white background. Repeat several times. What happened?

5. Using the CTRL and white arrow keys, move the cursor (small white square) to an empty part of the screen. Type the CAPS/LOWR key, then several letters. Result?

6. Hold down the SHIFT key while typing more letters. Result?

7. Hold down the SHIFT key and type the CAPS/LOWR key. Release the SHIFT key and type several more letters. Result?

8. Type the ~~ll~~ key once. Now type several letters and numbers. Result?

CORRECTION GUIDE FOR "PRACTICE EDITING TEXT"

- zpecific

Position the cursor over the z. Type an "s".

- and

Position the cursor over the a. Type "the".

- computers

Position the cursor over the s. Use CTRL-INSERT to get a space. Type SHIFT-7 to get the "/" mark.

- color

Position the cursor over the r. Type "or".

- pEEK

Position the cursor over the p. Press SHIFT-p to get a capital P.

- comand

Position the cursor over the n. Type an "m".

- computer's

Position the cursor over the "/" that is underlined. Press CTRL-DELETE BACK S.

- what

Position the cursor to the right of the t. Press CTRL-DELETE BACK S until the whole word has been erased.

AT THIS POINT THE OMITTED WORD SHOULD BE INSERTED.

Position the cursor over the "c" in the word "command". Press CTRL-INSERT one time for each letter and space to be inserted (6). Type the word, "BASIC ". Be sure to leave a space after the word.

EDITING PRACTICE

PARAGRAPH #1

First identified by indian
tribes more than a centry ago,
Bigfoot has baffled thousands
of investigators, who have att@mpted
to track him down. Many scientists,
in fact, skepticla about the
animal's existence, arguing that if
an American Primate existed, a
live specimen would have been
discovered discovered by now.

Note that the word, "remain", must be inserted as part of the
exercise.

CORRECT PARAGRAPH

First identified by Indian
tribes more than a century
ago, Bigfoot has baffled
thousands of investigators, who have
attempted to track him down. Many
scientists, in fact, remain
skeptical about the animal's
existence, arguing that if an
American primate existed, a live
specimen would have been discovered
by now.

EXPLORE EDITING PROGRAMS

DIRECTIONS

1. Type in the program below exactly as it is written.

```
100 PRINT "           XXX      "
110 PRINT "           X  X      "
120 PRINT "           X  X      "
130 PRINT "           XXX      "
140 PRINT "           X      "
150 PRINT "           X  X      "
160 PRINT "           XXX  XX    "
170 PRINT "           X      "
180 PRINT "           X      "
190 PRINT "           X      "
200 PRINT "           X  X      "
210 PRINT "           X  X      "
220 PRINT "           X  X      "
230 PRINT "           "      "
240 PRINT "           "      "
250 PRINT "   X  X  XXX      X      "
260 PRINT "   X  X  X      X      "
270 PRINT "   XXX  X      X      "
280 PRINT "   X  X  X      "      "
290 PRINT "   X  X  XXX      X      "
```

2. Check for errors, make any necessary changes, and then run the program.
3. List the program. Add line 70 and run it again.
70 REM Stick figure saying, "Hi!".
4. List the program again and add the following lines.

```
90 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
95 PRINT "A Self Portrait"
295 PRINT "XXXXXXXXXXXXXXXXXXXXXXXXXXXX"
```

Run the program. What did lines 90, 95, and 295 do?

5. Save the program on your disk. Use the command `SAVE"D:filename"`, where 'name' is the name you give the program.
6. Type `NEW` and then `RUN"D:filename"`.
7. Type `NEW` and then `LOAD"D:filename"`. Now try to run the program.

PRACTICE EDITING PROGRAMS

1. Type in the program exactly as it is written. Check for errors. Make corrections if necessary. Pay special attention to the order in which the lines are entered.

```
NEW
20 PRINT "THIS IS THE TOP."
10 PRINT "THIS IS THE BOTTOM."
30 PRINT "THIS IS THE MIDDLE."
5 PRINT "FIRST LINE"
40 PRINT "THE END"
```

2. Run the program noticing the order in which the words were printed on the screen.

3. List the program, again noticing the order in which the lines are printed on the screen.

4. Change lines 10, 20 and 30 to:

```
10 PRINT "      TOP"
20 PRINT "      MIDDLE"
30 PRINT "      BOTTOM"
```

5. Add the following lines.

```
15 PRINT "LEFT"
25 PRINT "      RIGHT"
35 PRINT
37 PRINT
```

Run the program.

6. Delete lines 5 and 40. List and then run the program.

7. Add a REM to the beginning of the program. Compose an appropriate statement to describe what the program does.

PRACTICE EDITING PROGRAMS (CONTINUED)

9. Change a line number using screen editing and then list the program to see what happens. The safest way to change one line number is shown below.

```
100 PRINT "HELLO"  
      Change 100 to 105.
```

When you list you get
100 PRINT "HELLO"
110 PRINT "HELLO"

Type 100 <RETURN>.
and list the program.

You should now have
110 PRINT "HELLO"
which is what you want.

10. Add the END statement at different places in the program to see its effect.

11. Try this line in the program:

```
60 PRINT "This line will help you to remember  
how many lines of information you can print  
on the screen without adding a new line number"  
70 PRINT "You cannot print more than 3 lines.  
That is why line 70 was added here."
```

That is why line 70 was added here.»
70 PRINT "YOU CANNOT PRINT MORE THAN 3 LINES.
ON THE SCREEN WITHOUT ADDING A NEW LINE NUMBER"
HOW MANY LINES OF INFORMATION YOU CAN PRINT
60 PRINT "THIS LINE WILL HELP YOU TO REMEMBER

25 PRINT "HELLO"

YOU SHOULD NOW HAVE
AND LIST THE PROGRAM.
TYPE 20 <RETURN>.

25 PRINT "HELLO"

20 PRINT "HELLO"

WHEN YOU LIST YOU GET
CHANGE 20 TO 25.

20 PRINT "HELLO"

37 PRINT
35 PRINT
25 PRINT " " RIGHT"
15 PRINT "LEFT"

30 PRINT " " DOWN"
20 PRINT " " MIDDLE"
10 PRINT " " UP"

40 PRINT "THIS IS THE END"
5 PRINT "THIS IS THE BEGINNING"
30 PRINT "MIDDLE"
10 PRINT "DOWN"
20 PRINT "UP"
NEW

CREATE BY EDITING PROGRAMS

DIRECTIONS

1. Use the Basic Utility Disk. Load the program called "PRINTS". The command to load is LOAD"D:PRINTS".
2. "PRINTS" is a series of PRINT statements with quotation marks. This program will enable you to concentrate on the design or picture you decide to make, since all you have to do is type the characters you want to use between the quotation marks. The print statements look like this:

```
100 PRINT "
200 PRINT "
```

and there are lots of them.

3. Use grid paper to plan a design or a picture. You may use the control graphics characters available on the Atari, or the letters on the keyboard. If you use the control characters you won't be able to get a hard copy from the printer.
4. List the "PRINTS" program. Type in the picture or design you made. IT IS EXTREMELY IMPORTANT THAT YOU PRESS RETURN AS YOU FINISH EACH LINE OF THE PROGRAM. IF YOU DO NOT, YOUR WORK WILL NOT BE STORED IN MEMORY!
5. Run your program and make any necessary changes.
6. When you are happy with the program, save it on your disk using the command, SAVE"D: name". "name" is the name you want to give your program.
7. Type NEW and then type LIST. Nothing should be in memory.
8. Run the program from the disk using the command, RUN"D: name".
9. Type NEW again. Now load your program using the command LOAD"D: name". List the program.
10. Finally, send the program to the printer using the command, LIST"P:".

EDITING PROGRAMS

Activity #1

```
100 PRINT "XXXXXXXXXXXXXXXXXXXXXX"  
110 PRINT "X * * * X"  
120 PRINT "X * * * XXXXXXXXXXXXXXXX"  
130 PRINT "X * * * X"  
140 PRINT "XXXXXXXXXXXXXXXXXXXXXX"  
150 PRINT "X X"  
160 PRINT "XXXXXXXXXXXXXXXXXXXXXX"  
170 PRINT "X X"  
180 PRINT "XXXXXXXXXXXXXXXXXXXXXX"  
190 PRINT "|"  
200 PRINT "|"  
210 PRINT "|"  
220 PRINT "|"  
230 PRINT "|"  
240 PRINT "|"  
250 PRINT "|"  
260 PRINT "|"  
270 PRINT "|"  
280 END
```

```
NEW  
LIST  
LOAD"D:filename"  
LIST  
RUN  
SHIFT-CLEAR  
RUN  
NEW  
LIST  
RUN"D:filename"
```

WORKSHEET FOR ACTIVITY #1

PART I: **DELETE** AND **CAPS**
BACK S **LOWR**

1. Find the correct letters and type your name like this:

DEVIN BROWN

NOTE: To make the space between your first and last name, use the long bar underneath the letters. It is called the space bar.

Notice how all your name is in capital letters.

2. Now find the key that has **DELETE** on it.
BACK S

DELETE means to take out. BACK S means to go back a space.

Push the **DELETE** key. See how it DELETES the last **BACK S** letter and MOVES BACK a Space? Use the **DELETE** key and **BACK S** erase your whole name.

3. Now find the **CAPS** key and press it.
LOWR

Type just the first letter of your name. Mine looks like this:

d ← (This is a small, or lower case, d.)

WHEN YOU FIRST TURN ON YOUR COMPUTER, THE LETTERS ARE ALL IN CAPITALS.

Pushing the **CAPS** key lets you get both CAPITAL and lower case (small) letters.

Now let's type your name in capital and lower case letters like this:

Devin Brown

Here's how:

1. On the last page, you pushed the **CAPS** key and typed **LOWR**